NES-VW-USA

GAME PAK INSTRUCTIONS

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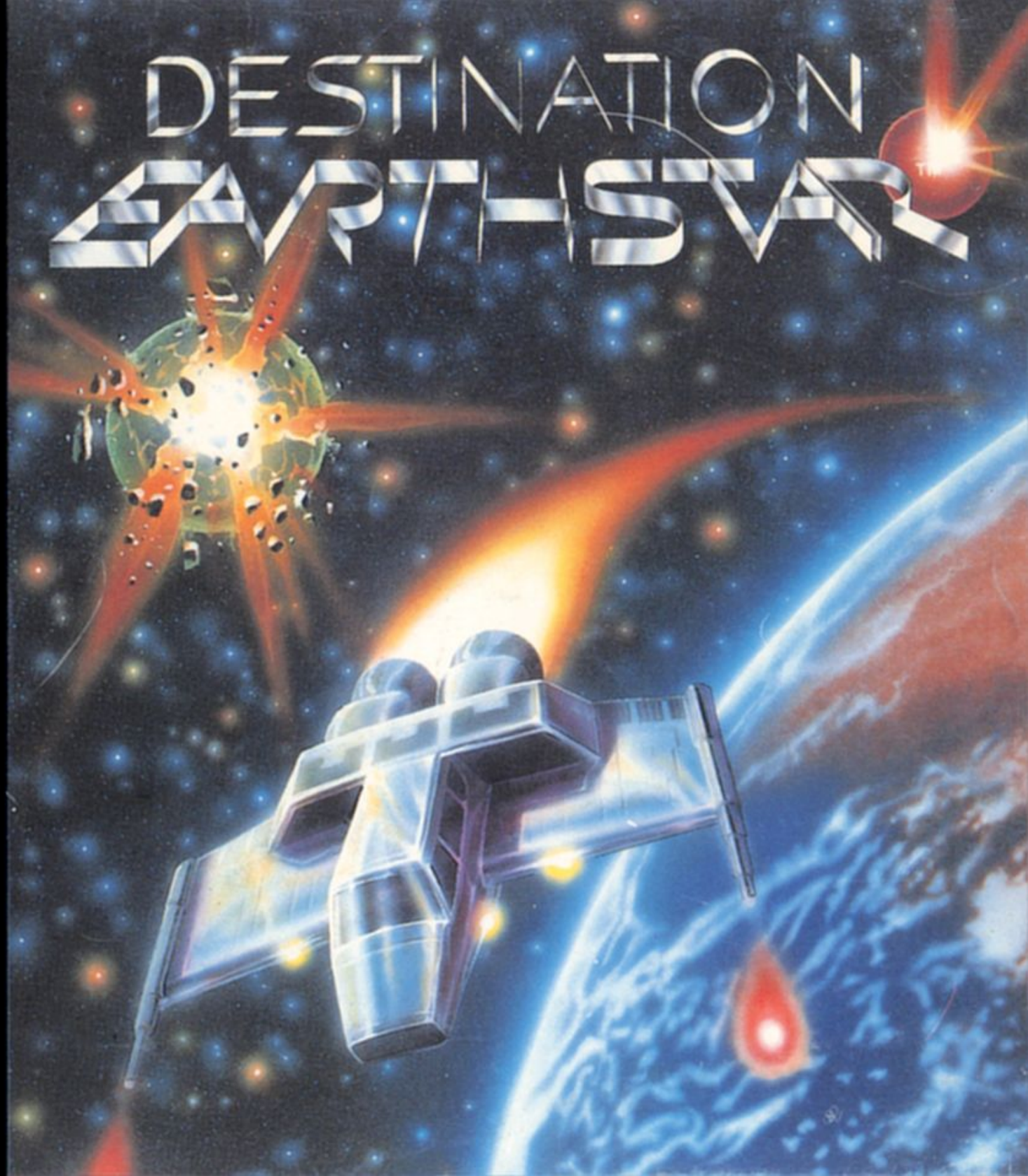

You've been selected to go back. Back to the home of your ancestors. You'll have to traverse eight Star Systems to get there. And each one is infested with dreaded, deadly Terrestrial Terrorists.

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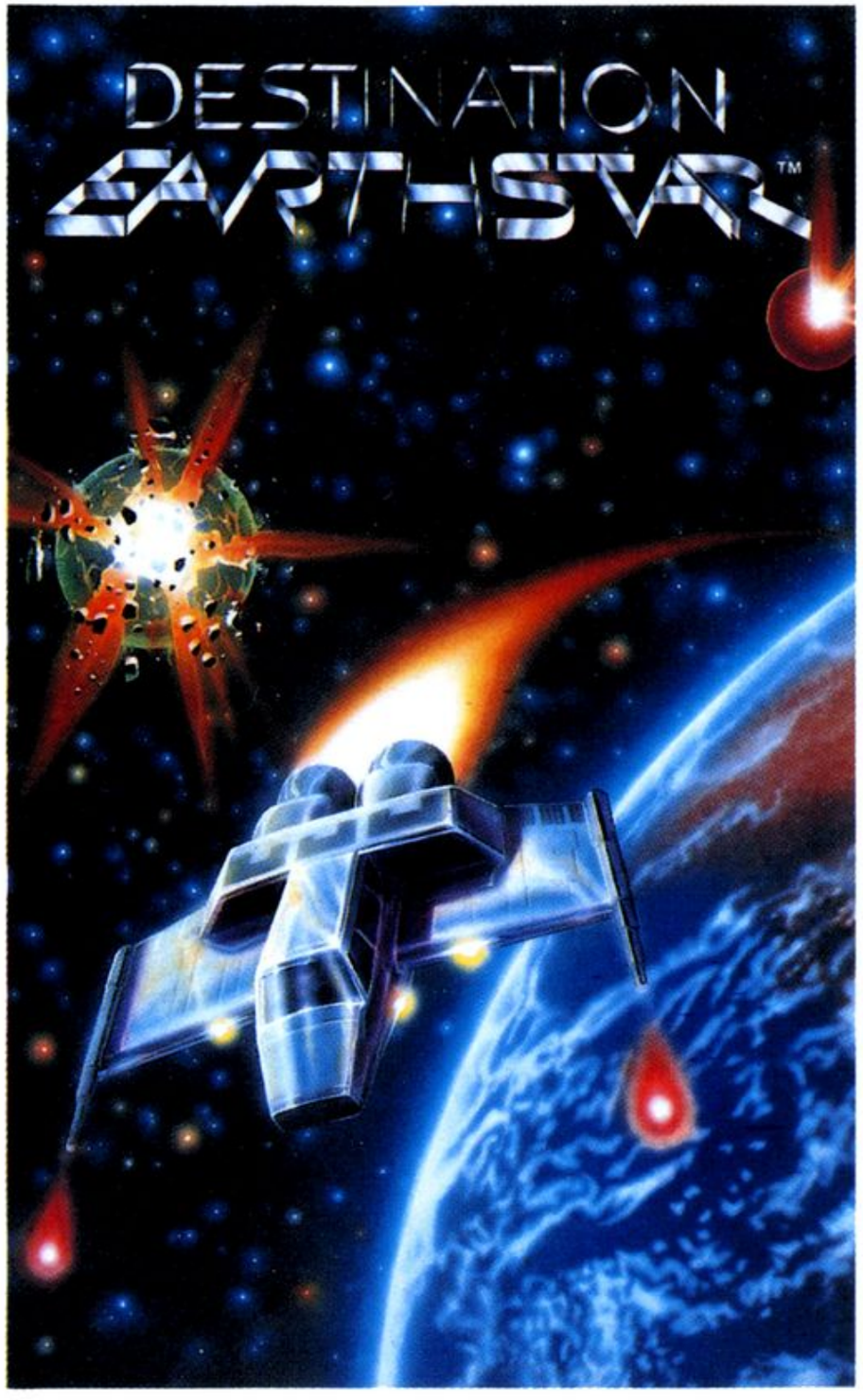
Created by Imagineering Inc., Glen Rock, New Jersey • Designed by Garry Kitchen and Rob Harris • Graphics by Jesse Kapili • Audio by Alex DeMeo • Original music by Mark Van Hecke



THE TIME HAS COME TO RETURN HOME

You've never actually *been* there. It's been eons since anyone from your long lineage of humans has actually *been* there.

But the image of Earth has been kept alive by the elders. You've heard stories about it. And your race still performs the music from it—aaah, the music! Even the Kojans seem to take on human-like qualities when they hear the music...

The Kojans are the ones who kidnaped an entire shipful of Earthlings (not just humans, but canines, bovines and domestic robotines too.) That was centuries ago—when the Kojan empire was younger, wilder, less civilized. It was part of their attempt to collect the highest species from all eight of the mega Star Systems.

At first the Kojans displayed the living spoils of their astral journeys in open zoo-like cages. Eventually, the Earth's humans—along with species from other Star Systems—

were incorporated into the Kojan socio-structure as slaves. Finally, as the centuries passed and the Kojans became more mellow, more refined, non-natives were given the same rights and privileges that the Kojans themselves enjoyed.

With their newfound freedom and financial resources, the EarthStar society has decided to send a representative back to Earth. The process for choosing that person has been quite delicate and very detailed.

The person must be a full-blooded Earthling. Strong. Intelligent. Personable (he has to make a good impression on the ancestors of Earth, *if* they still exist.) Furthermore, he must know how to fly SpaceShip EarthShip, created just for this mission.

But most importantly, he must be an ace space fighter. For in order to reach Earth, he must traverse eight Star Systems—and he must destroy the eight Terrorist Bases within those Star Systems.

Each Star System is riddled with Terrestrial Terrorists—they're poised, ready and waiting for anything or anyone to enter their Star System.

And in addition to a roaming fleet of deadly fighter ships, each pirate gang controls a powerful Base Station which is at the heart of every Star System. So even if an intruder can manage to combat the wandering fleet, he must still confront the Base Station in order to exit the Star System alive...

Well, as you may now have guessed, it is *you* who has been chosen to journey to Earth. To battle the Terrestrial Terrorists along the way. To return—after all these years—to the place of your origins.

They say you can never go home again. But then again, they don't know how long you've waited...

GETTING READY FOR BLAST-OFF

LOADING

1. Make sure the power switch is OFF.
2. Insert the DESTINATION EARTHSTAR™ cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON.

You'll first see the DESTINATION EARTHSTAR title screen. When you press the START BUTTON on player 1's control pad you'll see a view of space from your ship's control panel.

TWO STAGES OF GAME PLAY

There are two distinct stages in DESTINATION EARTHSTAR—both with their own set of commands and rules. So consult the SOLAR SYSTEM STAGE section to find out how to play the first stage. Then consult the BASE STATION STAGE section to play the second stage.

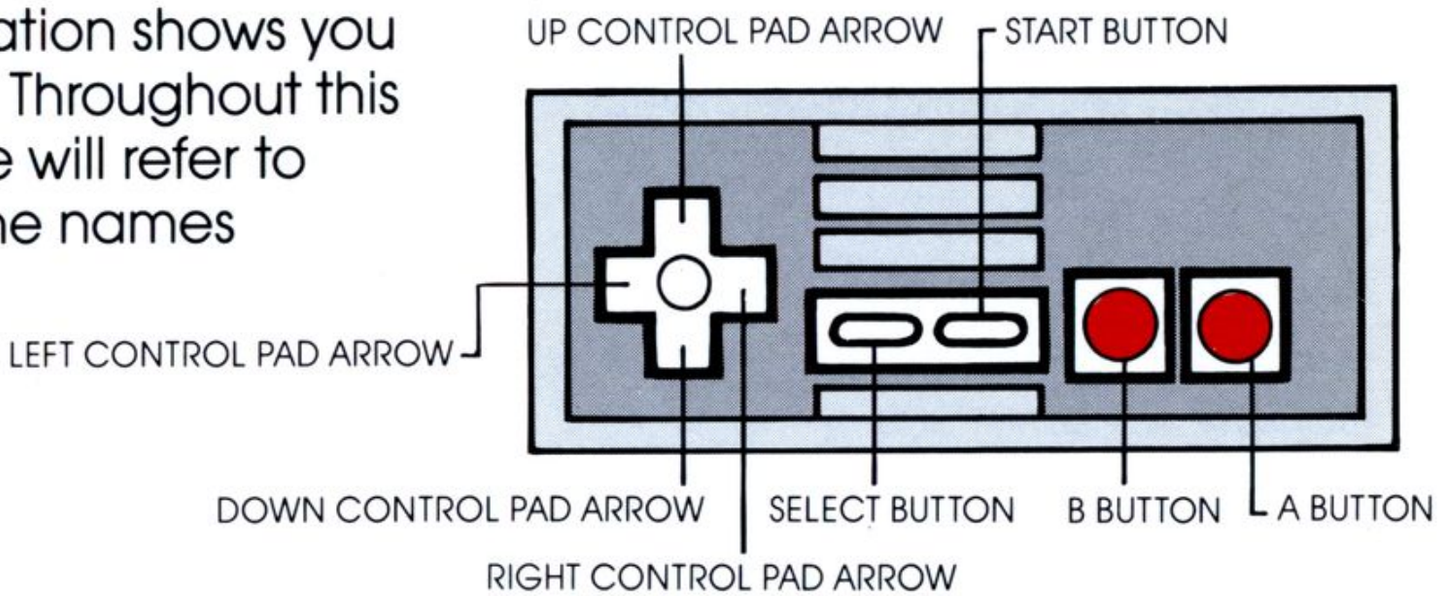
The first stage takes place in a giant galaxy. Here you will travel through space destroying enemy fighters while maintaining your ship and collecting energy and weapons.

When all the enemy ships in the galaxy have been eliminated, you'll begin the BASE STATION STAGE. Here you'll sail through the cavernous station, avoiding rock walls and enemy fire while trying to gun down as many Terrestrial Terrorists as you can. At the end of the cavern, you'll encounter the Terrorist Leader—who'll you'll have to eliminate before you'll be admitted to the next level.

There are eight two-stage levels in all. And each level must be played in sequence.

THE CONTROLS

The following illustration shows you your control points. Throughout this instruction book we will refer to these controls by the names indicated here.



STAR SYSTEM STAGE

There are eight STAR SYSTEMS on your rigorous journey towards earth. Within each system are a number of enemy fighters which must be eliminated before the Enemy Base Station can be entered and destroyed.

These are the activities you'll execute in the STAR SYSTEM STAGE:

- Attack Enemy Ships
- Refuel at Mother Space Stations
- Replenish Weapons Supply at Armories
- Repair Ship Damage
- Land on Planets which may offer beneficial surprises.

MOVING THROUGH SPACE

TO CHANGE DIRECTION—Press the RIGHT or LEFT CONTROL PAD ARROWS until the cursor on the GridMap is pointed in the direction you want to move.

TO SPEED UP—Hold down the B BUTTON and press the UP CONTROL PAD ARROW. You'll see your speed increase anywhere from SUBLIGHT 0 to 8. Beyond SUBLIGHT 8, you'll be projected into HYPERSPACE, see below.

TO ENTER HYPERSPACE—Hold down the B BUTTON and press the UP CONTROL PAD ARROW until you reach SUBLIGHT 8. Then press the UP CONTROL PAD ARROW again.

TO SLOW DOWN OR TO LEAVE HYPERSPACE—Hold down the B BUTTON and press the DOWN CONTROL PAD ARROW. You'll see your speed decrease to as low as SUBLIGHT 0.

TO SELECT A NEW WEAPON—Press the START BUTTON to cycle through all available weapons.

TO FIRE SELECTED WEAPON—
Press the A BUTTON.

Note: *If you hit the enemy, his ship will flash. If he hits you, the screen flashes.*

TO BRING UP OR REMOVE GRID MAP—Hold down the B BUTTON and press the START BUTTON.
Note: *The game always begins with the GRID MAP on screen.*

TO VIEW WEAPON INVENTORY—
Press the SELECT BUTTON.
Note: *Press SELECT again to return to normal information console.*

TO CHANGE YOUR VIEW—Hold down the B BUTTON and press the SELECT BUTTON.

Note: *You have four views to choose from: FORWARD (FORE), RIGHT, LEFT and BACK.*

TO LAND ON A PLANET, BASE OR ARMORY—Enter a sector marked O, B or A to locate your target. Then approach it by **reducing speed to SUBLIGHT 1 or 2 by holding down the B BUTTON and pressing the DOWN CONTROL PAD ARROW.**

Note: *For more details, see Successful Landings, page 15.*

TO PAUSE OR RESTART—Press the A and B BUTTONS simultaneously.

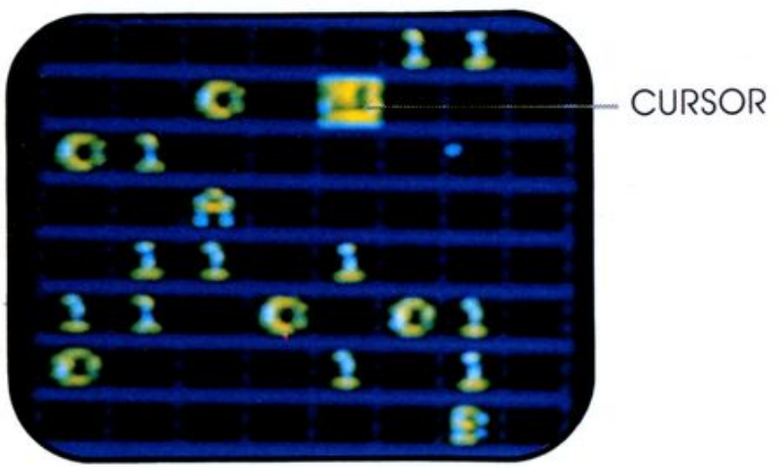
TO TURN OFF MUSIC—The PAUSE command (above) toggles the music ON and OFF. To turn the music on or off, PAUSE twice.

SCENE ON THE SCREEN

All the game play information appears on the screen as follows:

USING YOUR GRIDMAP

Each Star System is set up on an 8 x 8 grid. Each of the eight stages is played on one plane of the grid, so as you move from level to level, you will move up one plane on the GridMap.



TO MOVE FROM SECTOR TO SECTOR—Position the cursor in the direction you want to move by using the CONTROL PAD ARROWS. Then go forward in that direction, increasing your speed if desired.

THE SYMBOLS ON YOUR GRIDMAP

Inside many of the sectors of the GridMap, you'll see various letters, numbers and other symbols. Here's what they stand for:

1-9 – The numbers of enemy ships in that sector

A – Your Armory is in this sector. (It's the place in which you can replenish your weapons supply.)

B – This is your Home Base. (Where you can refuel and repair damage.)

O – This indicates that there's a planet in the sector.

B – Enemy Base. This appears only after all the enemy ships have been cleaned out of the system.

READING YOUR COORDINATES

In addition to the GridMap, you are also given coordinates on your console to help you determine where you are—and where you're headed.

Here's how they work:

POSITION (P)

Your position on the console is charted like this:

P 0718 5500 0712

These numbers represent your X, Y and Z coordinates in space.

HEADING (H)

The direction you are heading is measured in degrees on a plus or minus scale from 0 to 100.

Your heading on the console is charted like this:

H + 72 + 00 + 70

These numbers represent your X, Y and Z headings.

TRACKING ENEMY SHIPS

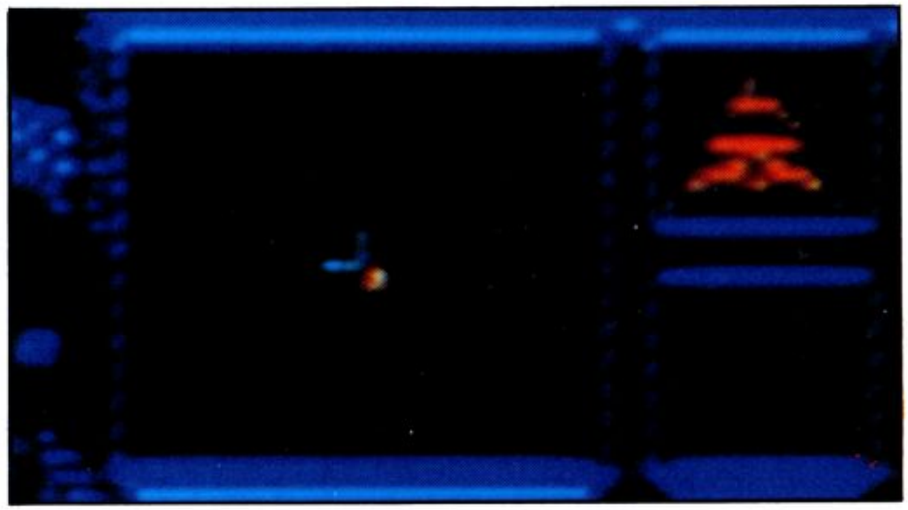
You have three tracking screens for locating enemy ships, planets and bases—a large screen and two upper and lower small screens.

The large tracker gives you a 360° perspective of approaching objects.

The upper long range tracker locks in the first enemy ship.

The lower long range tracker locks in the second enemy ship.

Plus all planets always appear on the lower tracker window.



WEAPONRY

You'll start your mission with two weapons:

- The Ruby Laser—Rapid zapping is a deadly defense. But be careful, Ruby Lasers have a tendency to overheat.

- Neutron Torpedoes—These things are power packed—three times the demolition force of your Ruby Laser. But their supply is limited and it's easy to burn them up fast.

WARNING: Keep an eye on your Laser Overheat Gauge (see Scene on the Screen, Page 10.). It overheats from too much firing. When this happens, your lasers will temporarily cease firing and you'll have to wait for them to cool down.

SHOTS REMAINING

As you travel through a Star System, you'll be able to pick up other weapons on certain planets. Here are the weapons you may be able to add to your inventory:

- Argon Blaster—A deadly blow filled with disintegrating acids. Hit it right and you've got 'em.

- A Heat Seeker—Tracks enemy objects—even when they're *behind* you. Heat Seekers also have a special sighting mechanism, not available with other weapons.

TO VIEW YOUR WEAPONS INVENTORY (ON YOUR SHIP'S COMPUTER CONSOLE)—Press the SELECT BUTTON.

TO SELECT A NEW WEAPON—Press the START BUTTON.

TO FIRE SELECTED WEAPON—Press the A BUTTON.

TO FIRE A HEAT SEEKER—When using your Heat Seeker, you'll have a special sighting cursor that looks like this:

It lights up when enemy is locked into position—Press the A BUTTON precisely at that moment to ensure a successful hit.

SUCCESSFUL LANDINGS

As you travel through the STAR SYSTEM, you'll have the opportunity to land at your Home Base(B) to refuel and repair damage. Plus you can land at the Armory(A) to replenish your supply of weapons. You may also find weapons, repairs and fuel on some of the Planets(O) within each Star System. So it's a good idea to try and land on as many planets as possible.

TO LAND ON A PLANET, BASE OR ARMORY

1. Enter a sector with an **O, B** or **A** in it.

2. Search the sector until an object appears in your lower computer tracking screen.

3. **Reduce your speed to SUBLIGHT 1 or 2.**

4. Move in the direction indicated by the position of the object in the screen.
   For example: If it's in the upper part of the screen, press the UP ARROW. If it's off to the right, press the RIGHT ARROW.

5. By moving your ship, bring the planet directly into your "FORE" view.

6. Look for messages on your console.

WHAT YOU'LL FIND ON THE PLANETS

Due to deadly gases or extreme temperatures, many of the planets are uninhabitable. But the "safe" planets can prove to be a source of valuable resources, like additional weapons, extra artillery, energy and damage repair.

Once you land on a planet, your computer console will inform you as to the status of the planet—and what, if any, resources you'll be able to take advantage of.

BASE STATION STAGE

You've made it! You've defeated all the enemy's ships in that Star System and are now ready to penetrate their Base Station. Once inside the enemy BASE STATION,

you'll encounter a barrage of enemy fire. It may seem overwhelming at first. But you'll quickly realize that you have the power and the artillery to make it through alive.

Here's how to do it:

MOVING THROUGH THE BASE STATION

TO MOVE FORWARD (RIGHT)— Your ship will always move steadily forward—unless you're paused or stopped.

TO SPEED UP—Press the RIGHT CONTROL PAD ARROW.

TO SLOW DOWN—Press the LEFT CONTROL PAD ARROW.

TO EXECUTE BARREL ROLLS—Hold the A and B BUTTONS while pressing the UP or DOWN CONTROL PAD ARROWS simultaneously. ***Note:*** *These*

maneuvers can only be performed when the shield power-up is activated.

TO FIRE YOUR FRONT WEAPONS— Press the A BUTTON.

TO FIRE YOUR REAR WEAPONS— Press the B BUTTON.

TO PAUSE OR RESTART—Press the START BUTTON.

PICKING UP POWER-UPS

The BASE STATION holds some pleasant surprises—if you know *what* to look for, and *how* to use what you find.

To pick up a power-up—Fly over the triangles, stars and circles.

▶ These are your front weapons.

◀ These are your rear weapons.

Note: *Once you pick up a new weapon, you will automatically start using that new weapon.*

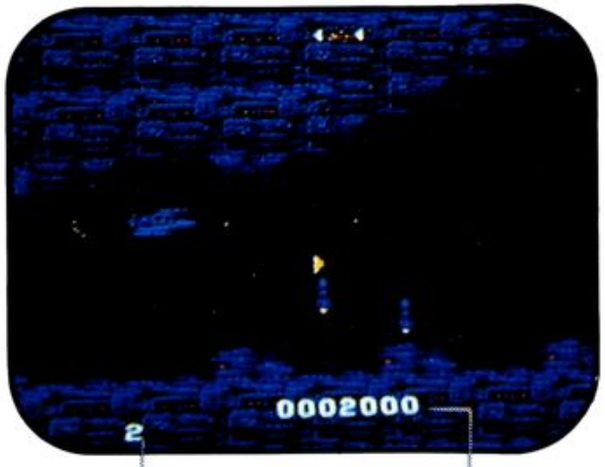
To select a different weapon, hold down the START BUTTON. Then press the UP or DOWN CONTROL PAD ARROW to select between front and rear weapons. Then press the RIGHT and LEFT CONTROL PAD ARROWS to cycle through the selections.

★ These give you an extra life. *(See Lives in the Base Station, page 19.).*

● These are the shields you'll need to perform barrel rolls.

LIVES IN THE BASE STATION

You enter the Base Station with three lives. You can lose a life by running out of energy or by accumulating three damage points. The game is over when all three lives are lost.



OF LIVES REMAINING

SCORE

EXTRA LIVES

You can acquire extra lives picking up the STAR POWER-UP.

EXITING A BASE STATION

When you've reached the end of the Base Station, you must take on the powerful Terrestrial Terrorist leader. Once you defeat him, you'll automatically go on to the next Star System.

CARRY-OVER LIVES

Once you complete a BASE STATION STAGE, the number of lives you have left is carried over to the next BASE STATION STAGE. So if you were to have two lives left when you exited the BASE STATION STAGE, you'd start the next one with those two lives (not with three lives).

KNOW THE SCORE

Here's what earns what:

ITEM	*SLOW ENEMY SHIPS*	*FAST ENEMY SHIPS*
One hit with:		
RUBY LASER	**200**	**250**
ARGON LASER	**200**	**250**
NEUTRON TORPEDO	**400**	**500**
HEAT SEEKER	**100**	**200**
DESTRUCTION BONUS (AFTER 4 HITS)	**1,000**	**1,500**

ITEM	*POINTS*
INTERCEPTING ENEMY FIRE	**200**
FINDING A POWER-UP	**500**
COMPLETING A LEVEL	**1,000**

EXTRA-TERRESTRIAL TIPS

- When firing or landing, make sure you're in the "FORE" (FORWARD) position—or things could get pretty confusing.

- Be sure and try to land on as many planets as you can. You may find valuable resources there.

- CAUTION: Don't abuse your HYPERSPACE capabilities—for it uses up tremendous amounts of energy.

- If you're in an outer sector, heading towards the outer edge, you'll eventually "wrap around" to the opposite side.

- You can only land on a given planet within a given sector once. After you've landed on it, it will be unapproachable.

- In the BASE STATION STAGE, try to pick up all the POWER-UPS. You can't afford to let any of them get away.

- If you try to shoot a planet, you may be in for a surprise.

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES Into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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